

DRUID DRUIDIC CIRCLES

ELEMENTALISM CIRCLES

In the worlds of Dungeons and Dragons, there are four primary elements: Earth, Air, Fire, and Water. These elements comprise everything that is, was, or could be.

In the Player's Handbook there are rules for a Druid Circle of the Land. The following Circles are slight modifications to the Circle of the Land to allow for elementally themed Druids (Earth and Water elementally themed Druids can be done easily using the existing Circle of the Land rules).

CIRCLE OF THE FLAME

Circle of the Flame Druids seek to purge the horrors that lie in nature's darkest places, banishing monsters and demons from the realms of light back to the caves and pits from whence they arose.

FLAME CIRCLE SPELLS

Druid Level	Spells
3rd	<i>Aganazzar's Scorchers, Scorching Ray</i>
5th	<i>Daylight, Fireball</i>
7th	<i>Fire Shield, Wall of Fire</i>
9th	<i>Flame Strike, Immolation</i>

CIRCLE OF THE SKY

Circle of the Sky Druids are champions of beauty, simplistic nomads who see the silver lining on every cloud. Powered by the sky, they hope to bring optimism to all, and are masters of mobility in combat.

SKY CIRCLE SPELLS

Druid Level	Spells
3rd	<i>Skywrite, Warding Wind</i>
5th	<i>Fly, Gaseous Form</i>
7th	<i>Dimension Door, Greater Invisibility</i>
9th	<i>Control Winds, Destructive Wave</i>



Artwork by [criticalrolo on Tumblr](#)

CIRCLE OF DECAY

As with all Druids, Circle of Decay Druids seek to preserve nature. However, Circle of Decay Druids stand for one of nature's ugliest truths — death.

In many cases, this makes them excellent adventurers, as they are better able to inflict death in the never ending fight against monsters and evil. However, such a Druid, once turned, is a fearful opponent to face.

CIRCLE OF DECAY FEATURES

Druid Level	Features
2nd	Fearsome Wildshape, Grim Reaper
6th	Death's Own Strike
10th	Deathshape
14th	Scion of Death

FEARSOME WILDSHAPE

As a guardian of death itself, your nature magic naturally takes a more grim tone. At 2nd level, when you use your Wildshape, you take on a skeletal or spectral form appropriate to the beast you become. While using your Wildshape, whenever you hit a hostile creature with an attack, that creature must make a Wisdom saving throw against your passive intimidation score or be frightened of you until the end of your next turn.

GRIM REAPER

When you choose this Circle at level two, your form becomes gaunt and shadowy.

Completing the effect, you have a Reaper's Scythe that you can summon to your hand or banish as a free action. This scythe functions as a Druidic Focus.

You are proficient with your Reaper's Scythe, and it functions as a Halberd in combat.



DEATH'S OWN STRIKE

Starting at 6th level, your attacks while in Wildshape do an additional d6 of Necrotic Damage.

DEATHSHAPE

Starting at 10th level, your Wild Shape can bring you even closer to death itself.

You may expend two uses of Wildshape to turn into an undead creature with a Challenge Rating of five or less.

SCION OF DEATH

Beginning at 14th level, all spells from the School of Necromancy are Druid spells for you.

CIRCLE OF IRON/CIRCLE OF THE DEEP

Though the Circle of Iron and Circle of the Deep are distinct from each other, they utilize very similar methods. These Druids believe in the intrinsic value of metal and stone, and use them greatly to their advantage.

In general, Druids of the Circle of Iron live above ground, often in mountainous areas. Druids of the Deep dwell in the Underdark, drawing on their magical abilities to defend the natural life they encounter from aberrant incursions.

CIRCLE OF IRON/CIRCLE OF THE DEEP FEATURES

Druid Level	Features
2nd	Solid Nature
6th	Iron Hide
10th	Iron Will
14th	Ironheart

SOLID NATURE

Starting at second level, you learn the cantrip *Mold Earth*, and it does not count against the number of Druid Cantrips you know.

In addition, you can use weapons and armour that are made of metal, and when you are wearing armour that would allow you to add your Dexterity modifier to your AC, you may instead add your Wisdom modifier.

IRON HIDE

Starting at sixth level, you may cast the spell *Stoneskin* on yourself without expending a spell slot by expending a use of your Wildshape.

IRON WILL

Starting at tenth level, you gain advantage on Wisdom saving throws against being Frightened or Charmed.

In addition, you can never be moved against your will, and you have advantage on opportunity attacks.

IRONHEART

Starting at fourteenth level, you gain resistance to nonmagical bludgeoning, piercing, or slashing damage whenever you are concentrating on a Druid spell.

CIRCLE OF THE IRON JUNGLE

Circle of the Iron Jungle Druids, sometimes better known as Urban Druids, are some of the most tragic figures to be found in the worlds of Dungeons and Dragons. Having seen their once wild homes overrun by civilizations, they seek to preserve the wild in little ways, wherever possible.

CIRCLE OF THE IRON JUNGLE FEATURES

Druid Level	Features
2nd	Quiet Guardian, Righting Wrongs
6th	The Anger of a Gentle Soul
10th	Urban Wildshape
14th	Natural Technology

QUIET GUARDIAN

When you choose this Circle at level two, you know that sometimes the little victories mean more than the big things. You have seen as all but the smallest of critters were driven from their homes, and make it your mission to protect them as they fight to survive a changing world.

You can cast the *Animal Friendship* a number of times equal to your Wisdom Modifier without expending spell slots, and regain the ability to do so on a Short or Long rest.

RIGHTING WRONGS

As you have seen the unstoppable force of urbanization, you have learned that words are often significantly stronger than the sword is.

In addition, at 2nd level, you gain proficiency in two Charisma based skills of your choice, and double your proficiency bonus when using them.

THE ANGER OF A GENTLE SOUL

Starting at 6th level, your attacks do an extra d4 of damage. This d4 is of the same type of damage as the attack would normally do, however, the damage dealt by this d4 cannot be reduced in any way.

URBAN WILDShape

Starting at 10th level, you may expend two uses of Wildshape to become a Construct with a challenge rating of 5 or lower.

NATURAL TECHNOLOGY

Beginning at 14th level, your proficiency bonus is doubled for any check you make that uses an Herbalism kit.



In addition, you learn three Alchemical Formulas of your choice from the Alchemist specialization of the Unearthed Arcana Artificer class. As long as you have an Herbalism kit on your person, you can use the Alchemical Formulas as they are described in the Artificer class, with the Herbalism kit functioning in place of the Alchemist's Satchel to magically produce and provide the component materials that you need.

CIRCLE OF THE HIVE

The Circle of the Hive is an esoteric hive that looks at nature and sees in it civilization, perfected. Where humanoids are only just forming civilization, ants, bees, wasps, and other creatures have already perfected the art of the superorganism. These druids can shapeshift into swarms of tiny creatures and coordinate their allies in ways that lesser beings simply cannot match.

CIRCLE OF THE HIVE FEATURES

Druid Level Features

2nd	Bonus Cantrip, Circle Spells, Swarm Shape
6th	Hive Mind, Queen Mentality
10th	Fortified Consciousness
14th	Unstoppable Tide

BONUS CANTRIP

When you choose this circle at second level, you learn the Infestation cantrip, or a different Druid cantrip if your choice if you already know Infestation.

CIRCLE SPELLS

CIRCLE OF THE HIVE SPELLS

Druid Level Circle Spells

3rd	<i>Animal Messenger, Beast Sense</i>
5th	<i>Conjure Animals, Fear</i>
7th	<i>Giant Insect, Locate Creature</i>
9th	<i>Commune with Nature, Insect Plague</i>

SWARM SHAPE

Also starting at second level, you may turn into a swarm of tiny beasts (described in Appendix A: Miscellaneous Creatures in the Monsters Manual) when you use your Beast Shape feature.

HIVE MIND

Starting at sixth level, you and all friendly creatures within sixty feet of you can communicate telepathically.

In addition, as a bonus action on your turn, you can command an ally in your telepathic radius to strike. That creature can use its reaction to make an attack against a creature of your choice with advantage.

QUEEN MENTALITY

Also starting at second level, you can commune with and attempt to charm even swarms that are under a malign influence, such as swarms of bats or rats summoned by a vampire. These checks require you to cast the *Speak with Animals* spell, and occur at the DM's discretion.

If the swarm becomes friendly to you, it benefits from your Hive Mind feature.

FORTIFIED CONSCIOUSNESS

Starting at tenth level, friendly creatures within your telepathy radius may use your Wisdom modifier and proficiencies for any ability check or saving throw that they make.

UNSTOPPABLE TIDE

Starting at fourteenth level, if you and one or more friendly creatures are all within five feet of a single enemy creature, attack rolls made by all friendly creatures within your telepathy radius are made with advantage.

CIRCLE OF REBIRTH

Diametrically opposed to the Circle of the Iron Jungle is the Circle of Rebirth, a radical organization of Druids that believes that it is only through the destruction of civilization that the world can be renewed. Though they risk being consumed by hatred and intolerance, these Druids hone their destructive magics to become devastating champions of the natural world.

CIRCLE OF REBIRTH FEATURES

Druid Level Features

2nd	Ironbreaker, Siege Caster
6th	Nature's Fury
10th	Resolve of the Mountains
14th	Stronger Than Steel

IRONBREAKER

Starting when you join this Circle at second level, you have a +1 bonus to attack rolls against creatures that are wearing metal armour or wielding metal shields.

SIEGE CASTER

Also starting at second level, your spells deal double damage against constructs, objects, and structures.

NATURE'S FURY

When you reach sixth level, you may use your Wild Shape to become a creature with the plant type, though you must still abide by all the other restrictions of your Wild Shape feature.

RESOLVE OF THE MOUNTAINS

Starting at tenth level, you are immune to the charmed and frightened conditions.

STRONGER THAN STEEL

Starting at fourteenth level, you have resistance to bludgeoning, slashing, and piercing damage from metal weapons, whether magical or nonmagical.

SHAMELESS PLUGS

First of all, thank you for buying this bundle! I know that \$1.00 doesn't seem like much, but if this gets downloaded one hundred times, it will be enough for me to get myself the Dungeon Master's Guide.

However, I know that sometimes even a commitment of \$1.00 can seem like a lot. So, going forward, if you would like to help me out without breaking out your wallet, here are some ideas:

Artists. Finding public domain fantasy art is really hard, and most of it seems to end up being ancient and rather creepy — not quite appropriate for Dungeons and Dragons. If you produce art, I would love to feature your work in my documents! I would, of course, be willing to compensate you with complimentary copies of future products, credits, and links to your websites, if applicable.

CREDITS

The subclasses presented in this document draw significant inspiration from Marvel Comics, DC Comics, Assassin's Creed, Warhammer 40k, and several other preexisting fictional works. This is in no way meant to be an infringement upon copyrighted works; rather, it is my way of paying tribute to the stories I have loved.

This document was formatted using the [Homebrewery](#). I highly recommend it. It takes some getting used to, but once you figure it out, it is quite simple to use.

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Unless otherwise noted, all art in this supplement came from the Dungeon Master's Guild Creator Resource Art packs. I believe I used art from the Adventurers, Eberron Heroes and Villains, Celestials, and Demons packs, though I may be forgetting something from a different download.

Socialites. I know it seems silly, but share links to my stuff on your social media! Even if you don't want to spend money, I have plenty of free things for you to put out there, and it would help me immensely for you to do so.

Reviewers. The best thing any of you can do is review my mechanics! If you like something but think it's underpowered, if your player comes to you with something of mine and it's way broken, or if you just can't stand the way I'm wording something, let me know in the survey that is linked in the preface. Every bit of feedback helps me balance and refine my mechanics, and helps me create ideas for my future projects.

Again, thank you so much for your support, and remember, enjoy your hunt.

